

1015

CLNT



Witchblade Shades of Gray

For a brigand who supposedly succumbed to a fatal knife wound, Dorian Gray appears to be remarkably healthy. And all those reports of his being "withered, wrinkled, and loathsome of visage"? Apparently he's been practicing his face yoga—as readers will observe for themselves when the depraved Dorian returns in the pages of *Witchblade: Shades of Grey*.

This four-part series from Dynamite Entertainment, produced in cooperation with Top Cow, brings Sara Pezzini face to face with the enigmatic, decadent, black-hearted character first introduced more than a century ago in the novel by Oscar Wilde. Since Wilde isn't taking on comics work currently, though, Dynamite is enlisting Leah Moore & John Reppion to do the honors.

Dynamite publisher Nick Barrucci described this collaboration with Top Cow as the end result of "a combination of fun and respect. Comics are fun, and we respect our friends at Top Cow and what they've accomplished; as we were figuring out things to do together we created three character cross-overs, of which this is the first. We were planning on launching a *Gray* series and then the discussion came up about working on the cross-over, so we moved in that direction to launch the character."

What inspired the team-up? "They are both beings (the Witchblade, not Sarah) whose source goes back into history," Barrucci said. "Leah and John were perfect to combine these elements to make the cross-over work."

How did Barrucci enlist Moore and Reppion to tell this tale? Actually, the credit for that idea goes to another writer who's dealt with Dorian Gray: Alan Moore, acclaimed writer and the father of *Shades of Gray* co-writer Leah Moore. "I was speaking with Alan on the phone and he mentioned that I should give Leah and John a call," Barrucci said. "Which I did. We had a good conversation, I re-read some



Only Shades of Gray...

of their work—they excel in the craft and I enjoyed their writing. We asked about their committing to working with us, and were happily surprised that they said yes. We have a few projects in the works with them, and announcements to come."

Reppion and Moore have already demonstrated their skills at creating intriguing tales with pre-established characters. "All of our big jobs thus far have been company owned," John Reppion said. "The only stories we've retained

the rights to are a few small press and anthology yarns.

Albion really introduced us to the practice of using existing characters and making sure that everything tied in with previous continuity but, it was still pretty loose and we could take certain liberties so long as we justified them. With *Witchblade*, we have to be more rigid with the established 'facts' and continuity but, by setting this mini between issues eight and nine of ongoing series, we've managed to turn it into a kind of 'untold tale' of the Witchblade. It's a different way of working again and it has its own challenges but, it's still very interesting to us both."

Leah Moore explained the premise of the limited series. "It starts with Sara investigating a death. It seems quite a normal case, but the Witchblade reacts quite violently to it. Sara is still trying to figure out the odd reaction when she meets someone who claims to be Dorian Gray. She has to work out what his story is, at the same time as working on the case, and has the unpredictable Witchblade to cope with throughout. She tries to work out whether there's a connection between the events, and why it's affecting her so strongly, but things don't go according to plan."

While the basic idea of the crossover was suggested by the folks at Dynamite Entertainment, "we came up with the story," Moore said, "but we had a set of ideas to structure it round. Some of them were vague, more like a certain atmosphere or a flavour of a scene, and some were more specific, so there would be a set thing we should get in. It's a really nice organic way to work, and being collaborators already with each other, taking on board external ideas is what comes naturally to us. We are more flexible because of it I think."

Why Dorian Gray? After all, most people don't perceive of a man famed for his profligate lifestyle as a diabolical menace. "In Wilde's original novel, Dorian is a pretty diabolical character who drives at least one woman to suicide (which she commits by drinking acid!) and stabs poor Basil Hallward to death. So yeah, he is pretty much a villain even before we get our hands on him," Reppion explained. "Of course, a hundred years or so have passed since then so who knows what he's been up to in the meantime!"

How does their Dorian differ from Oscar Wilde's version of the character? "Wilde has Gray as a super intelligent,

super witty cad and bouncer," Moore said. "We have made him more normal, still capable of very heartless and horrific things, but less of a theatrical character. Partly this is to make him less comical when viewed alongside the more realistic characters in *Witchblade*, and partly because Wilde has him speak in a constant stream of intellectually stunning epithets. In a comic that really wouldn't work, especially if we had to write every single one of them! So yeah, we worked to make him more believable, a bit more substantial and more complicated."

Considering Leah Moore's family lineage, it's only natural that readers might wonder if she and Reppion intend to pack their tale with any subtle or hidden references to other literary figures in the Moore-ish metafictional tradition. "We have tried to create a believable scenario for Dorian to exist in, but because he has such a cool origin, we have been able to have some fun with the historical background, the other characters, the 'scenery and props' of the story," Moore said. "It breaks up the main narrative a bit, and gives the story more depth if you suggest that a lot more exists outside the few streets and rooms of the *Witchblade* world."

"He's quite an exotic character, so we got to have lots of fun there. We also got to play with the idea of immortality and what that would entail. What would you do for eternity? I think that rather than there being some kind of gene that forces me to include literary references, it's more that if you are already doing a 'metafiction' as you say, the temptation is there to say well if 'X' is true then 'Y' isn't so improbable."

Obviously, both writers were familiar with Dorian Gray—but did they know as much about Sara Pezzini? "I think we were both aware of *Witchblade*, but we weren't avid readers or anything (regrettably, we're notoriously bad at keeping up with comics) so we did have a bit of catching up to do," Reppion said. "Again, because of the point in the continuity

we've set the series in, we really only had to take the first sixteen issues into account. *Ron Marz's* series is moving in a very definite direction right now and we didn't want to interfere with that so setting the story in the past seemed like the best way to go."

While *Witchblade: Shades of Gray* is a self-contained miniseries, "that's not to say that characters and ideas can't spill over into other series in the future. I don't know though, certain other writers have pretty much already cornered the market in the whole classic literature/comic book field haven't they?" Reppion said with a smile. "Still, there are always new ways to approach pre-existing ideas."

"I think that this story will appeal to *Witchblade* readers as a fresh take on the character, and to people who haven't maybe read much *Witchblade* but enjoy seeing unusual pairings of characters and worlds," Moore added. "Lots of readers are intrigued by these comic book mash-ups so we hope they like this one. Obviously we hope that some of the people who enjoyed *Albion* and *Wild Girl* will pick it up to see how we handle that kind of comic."

Witchblade: Shades of Gray #1, a \$3.50 comic by Leah Moore & John Reppion with art by Stephen Segovia, is scheduled for February release. The book is offered with three variant covers: one by Billy Tan & Dean White (50%), one by E-Bas (25%), and the third by Stephen Segovia (25%).

by Cliff Biggers



Courtesy your friendly neighborhood comics outlet!

Making Waves on Aquaman

Slightly less than one year after he kicked off *Aquaman's* One Year Later direction, writer Kurt Busiek is leaving the series after the 49th issue in February—but DC has enlisted the aid of acclaimed fantasy writer Tad Williams (along with artist Shaun McManus) to helm the series starting with *Aquaman: Sword of Atlantis* #50.

Busiek explained how he ended up leaving the book he helped to reinvent after so short a run. "Technically, I suppose I was removed from the book, although it's my own damn fault," Busiek told *Comic Shop Newsarama's* Matt Brady. "I was having a very good time writing the book, as I think anyone who reads it can tell, and was all set for a lengthy run, exploring the world and the characters and the many mysteries and portents and such. I love writing heroic fantasy, and I think the exotic world of the oceanscape suits it perfectly.

"But then, stupid me, I had an idea for something that I thought would be a good project and had the potential to benefit DC, the fans and the comics marketplace in general. It was a very non-standard idea, and I didn't think DC would go for it. But I thought it was a good idea, and I didn't want to just assume it'd be shot down. I'd rather toss it on the table and get an actual 'no'.

"So when I was in New York, I ran it by Dan DiDio, and to my surprise, he liked it a lot—and thought it was something DC should do... They've been wrangling over formats and schedules and such since then, but it's a pretty large project—more than the usual twenty-two pages a month that most series are, and it was pretty clear that it wasn't something that could be just added to my schedule. I'd need to give up something to make room for it. And I've been having a great time with both *Superman* and *Aquaman*, and it'd be hard to leave either one, but with Carlos kicking ass on *Superman* and Butch Guice leaving

Comic Shop Newsarama

Produced by Comic Shop News in cooperation with Matt Brady and newsarama.com

Aquaman, I had a tighter grip on the Kryptonian than the Atlantean, and Dan decided I should let *Aquaman* go to make room for the Mystery Project."

After he and DiDio broke the news to editor Joey Cavalieri that Busiek was leaving *Aquaman*, the conversation turned to the subject of his replacement. "I suggested that maybe instead of finding a comics writer who could do fantasy, what it needed was a fantasy writer who can do comics," Busiek said. "Joey liked the idea -- but even so, I didn't expect him to go out and get a *New York Times* bestselling fantasy writer, with *The Dragonbone Chair* and *Tailchaser's Song* to his credit! But... well, he did, so I think the book's heroic-fantasy cred is safe. Safer with Tad than with me, even!"

Busiek doesn't plan on wrapping everything up before his departure—after all, the newbie needs something to kick off his run on the book, doesn't he? "There will be stuff for Tad to pick up on, you bet! After the conclusion of "Once and Future" in #45, what's coming next is a two-part story that jumps back in time to the first meeting of King Shark and Orin, the classic Aquaman. It's beautifully drawn by Phil Winslade, with a framing sequence by Butch Guice, and aside from establishing the beginning of King Shark's hatred for Aquaman, it also introduces a prophecy, a priestly order, an ancient band of heroes and a foretold power that'll all return. And then #48-49 are another two-parter, with art by Argentine artist Ricardo Villagran, that reintroduces Aqua-villain The Fisherman, in a creepy and unsettling way. And that, too, will bring in some stuff Tad can pick up and play with in future issues."

While Busiek is leaving the series, he expects to delve into subjects Atlantean at some time in the future. "If nothing else, there's a Superman-Atlantis connection through Lori Lemaris, and I have plans for that that were going to play out in *Aquaman*, but may move over to *Superman* now. And the Mystery Project will have opportunities for the oceanscape and the Aqua-cast to get in on the action..."

Tad Williams is no stranger to DC Comics—after all, he is writing the current miniseries *The Next*. This is Williams' first shot at an ongoing DCU series, however.

The writer explained how he came to comics to begin with. "I actually wrote a whole world and series of proposals for something called *Mirrorworld* some years ago for Big Entertainment, but they folded their tents about the time my first two issues were coming out. A shame, since I had a huge—and, I thought, interesting—story mapped out.

"I went to DC a couple of years ago with a proposal for a major rewrite/relaunch of Captain Marvel Junior, which wasn't good timing as it turned out, but led to other discussions and eventually *The Next*."

What makes comics so appealing to Williams? "I'm pretty much a comics lifer, starting as a kid in the Silver Age and collecting just about every Marvel and DC comic of the era at one time or other. I quit

serious collecting in the early '80's, but continued to buy trade paperbacks and other things that caught my attention, and have become a sort-of-collector again in the last five years.

"Writing comics only occurred to me once I was a professional writer. When I was a teenager, I thought I would draw comics, and about age 16 sent a portfolio to John Romita Sr. at Marvel. He was kind enough to ask me to send more, and to say something generous about my possible future, but I was deep into rock 'n' roll soon after that and drawing fell by the wayside..."

"I've always loved comics and realized late that I might be able to make a lateral move into the field by dint of having made my bones in my own craft, as opposed to starting at the bottom and working my way up. Being a lazy bugger, that appealed to me. I suspect that may be true also for some other writers, but I can't be sure."

How'd Williams' interest in writing comics bring him to *Aquaman*? "As mentioned above, I've been talking to DC now for a couple of years, got greenlighted on one series (*The Next*), have had another approved (*The Factory*) but haven't written it yet (in part because I think it will benefit from more people knowing my work), and have put in several other proposals for things that are back-burnering. My editor offered me *Aquaman*. I thought about it for a while, because I wanted to make sure I could handle the workload, then said yes."

Williams is approaching the *Aquaman* gig as a long-term commitment. "As far as I know, I am the *Aquaman* writer until DC or I decide to end the connection, so, barring some personal catastrophe, I'll be doing this for a while. I write really long stories in my own books, and I think what I can bring to the title will best appear over time."

Williams is a long-time reader of *Aquaman*, explaining that "my classic *Aquaman* is either Nick Cardy's or Jim Aparo's, although I've enjoyed what Kurt's doing, as well as some of the other recent writers."

Is he planning changes of direction for the undersea adventurer? "How much of Kurt's current direction will survive my tenure is, of course, an open question which even I don't have all the answers to at this point. I'm not going to just bury any of the previous plot directions, and in fact will do my best to see everything from the past thirty or so issues resolved or pulled into the present version. That's actually the hardest part of the gig—to do justice to all the previous ideas while still bringing in the things that I want to do. I figure the first year will have a lot of loose-end-tying."

Part of the appeal of *Aquaman* is the opportunity to help propel the character into the A-list after many years as a B-team player. "Aquaman himself has seldom had his due," Williams said. "I want to help him be great again. I don't want him to be just as bit-player in the DCU, when I'm done I want him to be right up there with the Flash and Green Lantern as a flagship character. I can't make him Batman or Superman or probably

even Wonder Woman in terms of 'heart of the DCU' material, but I think I can help boost him back to the heights."

Williams explained how he will continue with Busiek's storylines. "I will spend months and months answering the question of who is the new Aquaman, what exactly happened to the old one, and who 'Aquaman' will be in the future. I'll put some focus on what's left of Sub Diego as well, reintroducing and keeping up with old characters there, and various other elements from Pfeifer and Arcudi. And I've already started working in a lot of Kurt's ideas, since I know where he was planning to go. His map and mine for the long run may be a little different, but he's been very, very helpful with the transition and I'm grateful to him."

What does Williams have planned for his first issue, which also happens to be *Aquaman's* 50th? "Well, all I can say for certain is that I'm going to introduce or reintroduce about half-a-dozen characters or more (both in a couple of cases), it's going to be a double-size issue, and someone important is gonna die. Reasonably ambitious for a number 50, I hope!"

Further down the line, Williams plans include "introducing Dyss, a civilization built under the (diminishing) Arctic ice cap, and many stories will flow from that. I'll be bringing back some favorites, some not long gone, like Black Manta, and some almost lost in the eddies of history, like the Human Flying Fish.

"I made my own Topo, who will debut in #50, and I'm bringing back Cal Durham as mayor of the stub of Sub Diego, but I'm also going to introduce new characters like Narwhal, the Pardoner, Cryptid, and others. One of those is actually a new/old character... but that would be telling."

"My overall goal is to enrich and resolidify an important part of the DC universe and leave it stronger than when I found it."

Aquaman #50 is scheduled for mid-March release.

Ultimate Artistry

A couple of weeks ago, CSN told you about the selection of Stuart Immonen to succeed Mark Bagley as the artist of *Ultimate Spider-Man*. Recently, Brian Bendis, who's worked with Bagley on the title since the book's debut, took a few minutes to discuss the change with CSN.



Publisher
Comic Shop News, Inc.

Editors
Cliff Biggers
Ward Batty

©2006 Comic Shop News, Inc. All Rights Reserved

Editorial Office
2770 Carillon Crossing
Marietta, GA 30066
fax (928) 441-5990
cliffbig@comicshopnews.com

Business Office
3577-A Chamblee-Tucker Rd. #215
Atlanta, GA 30341
(770) 939-1364
fax (678) 669-1525
wbatty@csnsider.com
<http://www.csnsider.com>

Does it seem odd to think about doing *Ultimate Spider-Man* with someone new? "Yes! But I have worked on the character with a lot of different artists on *Ultimate Team-Up*, *Power*, *X-Men*, and *Six*, so new interpretations are not foreign to me—but this is sad for me," Bendis said. "I completely understand Mark's creative desires past webbing and puppy dog looks, and I am excited about Stuart for numerous reasons, but yes it's sad. I feel like I'm being dumped and I didn't do anything wrong!..." Bendis said with a smile.

How was Immonen chosen to take over after Bagley leaves with *Ultimate Spider-Man* #110? "The list of people being considered was very small. We wanted someone who could do the work but wasn't a Bagley clone. I have always wanted to work with Stuart but didn't think he was available. When they told me that he had become available, I said yes before they finished the sentence."

While Bendis and Bagley still have more than a half-dozen issues to go, the writer is already planning his first story arc with Immonen. "I have pitched Stuart what I thought was the best story to debut his work with. I think it needs to be something important to the series. The story is called 'Death of a Goblin.' Which goblin? you'll have to buy the book to find out!"

Bendis and Bagley not only set a record for the longest continuous creative run on any Marvel superhero series, they also managed to put out sixteen, eighteen, or more issues per year. Does Bendis intend to do as many issues each year once Immonen joins the team? "That's completely up to him," Bendis said, indicating that he would be glad to write as many issues as Immonen would like to illustrate."

And what if Immonen decided to stick around for a long time—any chance that Bendis & Immonen might surpass the Bendis & Bagley record? "Mark will break Stuart's hands with a pipe if he even gets close to the record," Bendis said. "The man is insane!"

Insane, maybe—but madly talented, most definitely! See Bendis & Bagley's record-setting run in *Ultimate Spider-Man*, where the Clone Saga is building to a dramatic conclusion. So what comes next? Bendis isn't saying, but Bagley described their final story arc as "the wildest thing we've done in the history of *Ultimate Spider-Man*. Brian's pulling out all the stops with this one!"

Flash Wins Guggenheim

Bart Allen's keeping some pretty good company!

When Bart debuted in his role as the Flash in *The Flash—The Fastest Man Alive* #1, he did so with the help of writers Danny Bilson & Paul DeMeo, acclaimed for their television work on *The Flash* television series from the 90's. Now that it's been confirmed that Bilson and DeMeo are leaving the series, Bart is about to call on another well-known writer to join the team: Marc Guggenheim, well known for his work at Marvel. Guggenheim's making his DC debut with the Scarlet Speedster, and he talked with *Comic Shop Newsarama's* Matt Brady about his move to DC and his plans for the character.

"I've been very fortunate in recent months to have several editors at DC 'court-

ing' me, as you say," Guggenheim said. "I'd been talking to the *Flash* editor Joan Hilty about a couple of other things when this opportunity presented itself."

Any readers who had hopes that a change in writers might bring about a change in *Flashes* (for instance, the return of Barry Allen or Wally West) should realize, though, that Guggenheim has no radical plans for a revamp of the series. "Bart's the Flash now," the writer said. "The one and only. He's the heir to Barry and Wally's mantle. In fact, that's the thrust of my first issue and, at least, the initial few issues of my run. My mission statement is to firmly ensconce Bart as both the Flash and a major player in the DCU, befitting his heritage. My other mission statement—which is just as important—is to make the title new-reader accessible since, some people may have given the first eight issues of the title a pass."



While Guggenheim acknowledges that there are issues with Bart aging so quickly (for the second time in his life, not to mention that all his friends in the DCU are still teens), for the time being, like the Flash himself, he's looking to keep moving forward. "My instinct is not to dwell too much on Bart's getting older. Rather, I want to focus on him being the Flash. He's the Flash now and we all have to get used to that—including Bart."

"One of the things I think is cool about the successive mantle-passing of the various *Flashes* is that all four of them have distinct personalities. Jay is the older, mentoring type. Barry is the icon. Wally is the irresponsible upstart who evolved into a responsible adult. My inclination is not to dwell too much on Bart's complex backstory and recent 'maturing,' but those elements clearly define his personality and set him apart from the *Flashes* who came before him. So I'm going to use those elements to inform my writing of the character without necessarily referring to them directly or, at least, often."

For Guggenheim, the opportunity to write *Flash* pairs him up with one of the very first comic book heroes he encountered and at the same time, ideally, leave his mark on one of superhero-dom's most famous

legacies.

"I was a regular reader of the original Barry Allen *Flash* series for the last two-or-so years of that run," Guggenheim said. "And I love Mike Baron and Mark Waid's runs. But, yes, I feel a certain attraction to taking on a character like Bart who is in something of a nascent state; at least as far as being the Flash is concerned. Plus, I've been made privy to some of DC's long-term plans—and from *Infinite Crisis*, we all know how long-term these guys think—and the chance to play a part in laying some of that foundation was just too cool to resist. To answer your question, yes, stuff will happen in *The Flash* that will lead into the next DC Big Event."

"Bart's legacy is part of what makes the Flash special and unique. Though, to be honest, I try to find whatever makes any character I write special and unique and write towards that so, in that sense, my approach with Bart is typical for me, if that makes sense."

In his first story, Guggenheim confronts the Flash with a difficult choice. Two teams want Bart, the Teen Titans and the JLA. Which should he choose? "My first issue, which is plenty new-reader friendly and self-contained, is, in part, about what it means to drop the 'Kid' from the 'Flash.' History pulls him towards the Titans, but tradition suggests League membership. I don't want to spoil much of the story, but Bart's decision won't have anything to do with either history or tradition. How's that for a tease?"

Guggenheim is hoping that readers will view his first issue of *Flash* as a convenient jumping-on point. "I'm writing *Flash* #9 as if it were *Flash* #1, so no need to be at all familiar with the Bart Allen version—I'll catch you right up. Second, one of the reasons I took this on—and there were plenty of reasons *not* to given my workload, believe me!—was because I wanted to get in on the ground floor of the cool storylines DC has in the works. If you want to get in on the ground floor, too, this is the book to pick up. Even if you're not a fan of the Flash—why you wouldn't be, I don't know, but even if you're not a fan—we're going to be telling some very cool, very compelling stories that should be very fun to read."

The Flash—The Fastest Man Alive #9 is scheduled for February release.

Rude Revelations

Last week, CSN told you that the Mike Baron-Steve Rude relaunch of *Nexus* was back on again after a brief hiatus. This week, Steve Rude tells us what led to the interruption—and to the resumption of the long-awaited relaunch.

"I was looking over something that Baron had just written for me recently," Rude explained. "It was filled with all the unique observations that Baron has always employed in his writing, something I felt was all but lost in the last two scripts he submitted for our proposed *Nexus* relaunch in Rude Dude Comics. It had been three months since we had agreed to put *Nexus* to rest, and it certainly had a depressing effect on me since that time. I thought of the waste—all these great stories that fans had waited a decade to see once more. I had to give it one more shot. Just one."

"I called Baron and tried to figure out what was wrong. I wanted the focus to be the birth of *Nexus* and Sundra's baby as the main event; Baron seemed to regard it as almost an afterthought. We were at complete odds over this. We continued dialoguing to find a way to breach this daunting hundred-foot wall we erected with the story. I talked Baron into writing me a new story; it was good, and I began drawing. I'm currently half-way through the first issue. *Nexus* is once again our flagship title, with the first issue slated for release in July of 2007."

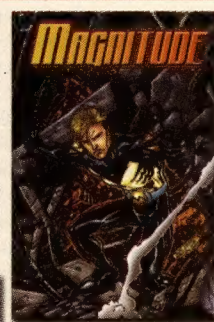
Coming Comics—DC in February

The tenth month of 52 begins with one of the main players in 52 having everything—and everyone—taken away from him, and ends with messages from beyond the grave that will have a lasting impact on several DC heroes. Also, Ralph Dibny's fate—or is that Fate?—is at last revealed as he solves the greatest mystery of all. Plus, more *Origins of the DCU*! It's all in here, in 52 *Weeks 40-43* by Geoff Johns, Grant Morrison, Greg Rucka, Mark Waid, Keith Giffen, and others.



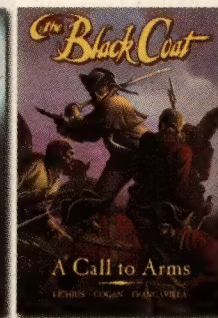
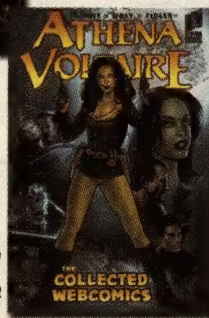
NIGHTMARE WORLD #1
Psychological horror in the vein of The Twilight Zone and Tales From the Crypt! In 3 tales of terror, a conspiracy of Lovecraftian proportions is revealed, a man stranded at sea with his wife considers the unthinkable to survive, and a glimpse into Lucifer's plan to begin Armageddon. 32 pp. Full color. **\$3.50 NOV063285**

MAGNITUDE #1
Earth's greatest hero has gone rogue and launched a full-scale global war against mankind... and now the greatest hero in the war-ravaged future must travel back in time to stop him! Cover by Industry Legend JOHN BYRNE! 32 pp. Full color. **\$3.50 OCT063121**



THE BLACK COAT: A CALL TO ARMS
New York, 1775. In a desperate move to regain control of the American colonies, the British ally themselves with the forces of the occult. The fledgling nation's only hope is the masked spy known as "The Black Coat". Collects the sold-out miniseries! 104 p. b/w trade paperback. **\$12.95 OCT063123**

ATHENA VOLTAIRE: THE COLLECTED WEBCOMICS
Collects the entire run of the pulp-inspired Eisner Award-nominated online adventures (for the first time ever in print!), as well as sketches, pin-ups and more. 96 p. full color trade paperback. **\$13.95 OCT063122**



PUT SOME "OOK OOK OOK" IN YOUR HOLIDAYS WITH APE ENTERTAINMENT!

Jeph Loeb & Tim Sale's **Batman: The Long Halloween** is the next series to get *Absolute*-ized. The 400-page hardcover collecting the 13-part series will supplement the story with a host of extras, including an interview with Loeb and Sale, a section on the *Long Halloween* action figure line, and a look at the series proposal, plus sketches by Sale. This edition will also feature a four-page sequence cut from the original miniseries and previously released only in script/breakdown format!

Get out those 3-D glasses, because *Action Comics* #847 will feature a special 3-D section (designed by Ray Zone himself) as a part of the finale of Geoff Johns, Richard Donner, & Adam Kubert's "Last Son." Oh, yeah, this issue also features the all-new Superman Revenge Squad. (Those of you who don't appreciate 3-D can opt for the standard 2-D version, by the way...)



The first six issues of the acclaimed Grant Morrison-Frank Quitely *All Star Superman* series are coming in hardcover, so those of you who missed the early issues of this must-read series can stop your sobbin'!

Grant Morrison returns to Gotham with *Batman* #663, illustrated by John Van Fleet. The Joker makes his return to Gotham to wreak havoc on the city and take his revenge on Batman in the story arc that begins in this issue—and as citizens of Gotham City will soon discover, the Joker's reappearance is no laughing matter.

At long last, a DC tradition is relaunched with the return of *The Brave & The Bold* as a monthly comics series. Mark Waid, George Pérez, & Bob Wiacek do the honors for the first story arc, putting Batman and Green Lantern on the trail of what could be the greatest weapon in the DCU! The trail leads to Ventura, the gambling planet...wanna bet what'll happen if they don't get their hands on the weapon?

In an effort to save Holly from a murder rap, Catwoman heads to Metropolis... and her scheme has something to do with LexCorp. Find out just what that scheme entails in *Catwoman* #64 by Will Pfeifer, David Lopez, & Alvaro Lopez.

Steve Scott signs on as guest artist for "Corvalho," a two-part story by Greg Rucka, Nunzio DeFilippis, & Christina Weir that begins in *Checkmate* #11. Fire, the Black King's Knight, tries to break free from

Amanda Waller's blackmail... but that's not as easy as it sounds—and it doesn't even sound that easy!

The new creative team of Dwayne McDuffie, Dan Jurgens, & Ken Lashley make their debut in *Firestorm: The Nuclear Man* #33. Jason Rusch and Prof. Martin Stein just want to get their lives back to normal, but the New Gods have other plans. When Orion comes looking for Prof. Stein, you can bet a throwdown's not far behind!

Marc Guggenheim rushes in to assume the writing honors beginning with *The Flash: Fastest Man Alive* #9, joining artists Ron Adrian & Art Thibert for a new chapter in the heroic journey of Bart Allen. Bart has literally grown into the mantle of the Flash—but if he's going to be a team player, he must first choose a team. Does Bart belong with the JLA or the Teen Titans? (And don't miss Matt Brady's conversation with Guggenheim elsewhere in this issue of CSN about his run on the series!)

Green Arrow takes on the Red Hood... Batman takes on Brick... and Speedy's on the trail of a lead that might explain why the Red Hood's in Star City to begin with. Yep, you might say that Judd Winick, Scott McDaniel, & Andy Owens have packed *Green Arrow* #71 chock-full of excitement!

A new Star Sapphire makes her debut in *Green Lantern* #17 by Geoff Johns, Ivan Reis, & Oclair Albert, the final installment of "Wanted: Hal Jordan." Wanted throughout the world, Green Lantern suffers the wrath of a new enemy who will plague him for years to come. But what does this alien want from Hal Jordan?

The five-part "Helmet of Fate" continues in *Helmet of Fate: Sargon the Sorcerer* by Steve Niles & Scott Hampton and *Helmet of Fate: Zauriel* by Steve Gerber & Peter Snejbjerg. So who will end up wearing the helmet of Fate for good? You gotta read 'em to find out!

Justin Gray, Jimmy Palmiotti, & Phil Noto introduce the Wild West's newest antihero in *Jonah Hex* #16. Jonah has ridden with his share of outlaws, cutthroats and even supernatural gunfighters, but he's about to meet his match in the deadly young woman known as Tallulah Black!

Green Arrow is the front-and-center focus of *Jim Krueger, Alex Ross, & Doug Braithwaite's Justice* #10, which also features



the Doom Patrol, the Metal Men, the Titans, Supergirl and others on the battlefield! But whose side are they on?

DC's latest super-hit cuts loose as Brad Meltzer & Ed Benes unleash an unstoppable foe on the team that will become the Justice League! See the sparks fly in *Justice League of America* #6.



Hawkman returns to the Justice Society of America as the team battles the super-assassins attempting to exterminate their legacies in *Justice Society of America* #3 by Geoff Johns, Dale Eaglesham, & Art Thibert. But who is behind this insidious movement and what new hero will rise to challenge them?

J.T. Krul & Alex Sanchez begin the two-part "Unleashed" in *JSA Classified* #2 as the Justice Society's very own master of the shadows, Doctor Mid-Nite, returns to his home city of Portsmouth to investigate a bizarre string of crimes known as the "Vampire Murders."

"Unleashed" Part 3! Manhunter's dogged pursuit of justice for Wonder Woman brings her face-to-face with the hero she admires and fears the most — Batman! See what happens next in *Manhunter* #28 by Marc Andreyko, Javier Pina, & Robin Riggs.

Jamal Igle makes his artistic debut with *Nightwing* #129, joining Marv Wolfman for a tale that introduces a pair of metahuman menaces known as Bride and Groom. They're in competition with one another to rack up the most "kills" before their wedding day? But nothing is as it seems as Bride and Groom's citywide war affects those closest to Nightwing!

You've met The Omega Man... now, in *Omega Men* #5, you'll meet the Omega Women. As Lady Styx's strange plan for a new cosmic-scale "natural order" comes together, three seductive aliens join the ranks — each as beautiful as she is lethal!

February brings a double dose of Captain Marvel! First off, *Trials of Shazam* concludes—and then, Jeff Smith kicks off his long-awaited *Shazam—The Monster Society of Evil*. This four-issue prestige-format miniseries by the creator of *Bone* brings the whimsical world of Earth's Mightiest Mortal to fully realized life! Young orphan Billy Batson finds himself wielding truly amazing magic powers — just in time to face an invasion of alien and earthly monsters!

Investigating a gang shooting at a local

restaurant, the Spirit and Commissioner Dolan make a startling discovery — the gunman apparently was killed years before, on the same night the Spirit came to be. Later, his mind wanders back to that fateful evening when Denny Colt met his destiny, and a legend was born. See the trip down memory lane in *The Spirit* #3 by Darwyn Cooke & J. Bone.

Supergirl versus Batgirl... to the death? The face-off's coming in *Supergirl* #14 by Joe Kelly, Ian Churchill, & Norm Rapmund.

At long, long last, Allan Heinberg, Terry Dodson, & Rachel Dodson wrap up the first relaunch story arc in *Wonder Woman* #5. The combined forces of Wonder Woman's transformed rogues gallery declare all-out war on the amazing Amazon, compelling the all-new Wonder Woman to mend fences and join forces with her predecessor and with Wonder Girl if she's going to survive to finally answer the question: "Who Is Wonder Woman?"



Coming Comics— WildStorm/DC in February

Brian K. Vaughan & Tony Harris offer a "behind-the-scenes" look at their acclaimed series in *Ex Machina: Inside the Machine Volume One*. This special book offers never-before-seen art, script pages and extras not available anywhere else.

Midnighter, on a mission to kill Adolf Hitler, finds himself closing in on history's greatest mass-murderer — in Berlin circa 1945. Can Midnighter terminate the Führer before he kills himself? Find out in *Midnighter* #4 by Garth Ennis, Peter Snejbjerg, & Karl Story.

Mike Carey & John Bolton introduce readers to a rebellious teenager who falls in with a group of slacker faeries in *God Save the Queen*, an original hardcover graphic novel. Bolton's lush palette perfectly captures both the lurid underbelly of modern London and the haunting elegance of Faerie. The teenager discovers that for faeries, the ultimate rush is Red Horse, a drug made from heroin and human blood. It's a dangerous high, and when she gets hooked she's drawn into a civil war that becomes a struggle to the death between Queen Titania and her predecessor, Queen Mab.



Jack lands in Vegas in *Jack of Fables* #8, the first part of the new story arc "Jack of Hearts." But will luck be his lady in this town of sin and decadence? And who's this old friend (and fellow escapee) from the Golden Boughs Retirement Village Jack has teamed up with?

In *Hellblazer* #229, Mike Carey & John Paul Leon present a oneshot tale of things that aren't what they seem. Constantine happens upon an argument between twin sisters that turns into a hunt through London for mysterious items to quell the sibling fire. But when a bizarre sickness begins to shadow him, he realizes he'll need help from some "special" friends to get him out of this terrifying, deadly mess.

The all-female Fish & Bicycle Theatre Troupe return in a standalone tale in *Y—The Last Man* #54 by Brian K. Vaughan & Goran Sudzuka. This tale, which leads up to the final story arc in the series, explores what Hollywood would be like if it were run by women.

Y-The Last Man 54



Comic Shop News



Coming from CMX/DC

A girl named Miu stumbles upon a mysterious pawnshop where the only item for trade is time itself in *Daimuro Kishi & Tamao Ichinose's Time Guardian Volume One*. Everyone always searches for extra time, but are they willing to exchange something that is more valuable and irreplaceable — their most precious memories?

Are there really second chances in life? How about in death? Keiko Yamada answers that question in *Go Go Heaven! Volume One*. Shirayuki was picked on and miserable in high school. She dies in a car accident on the new Prince of Hell's first day on the job. Smitten by the newly deceased arrival, the Prince grants Shirayuki 49 days to relive her life and resolve any unfinished business.

Coming in July from DC Direct

Make room for the first female 1:6 scale figure from DC Direct! *Catwoman* gets the Deluxe Collector Figure treatment this summer; this upscale figure is clothed in an authentically detailed fabric costume and includes accessories and a display stand.

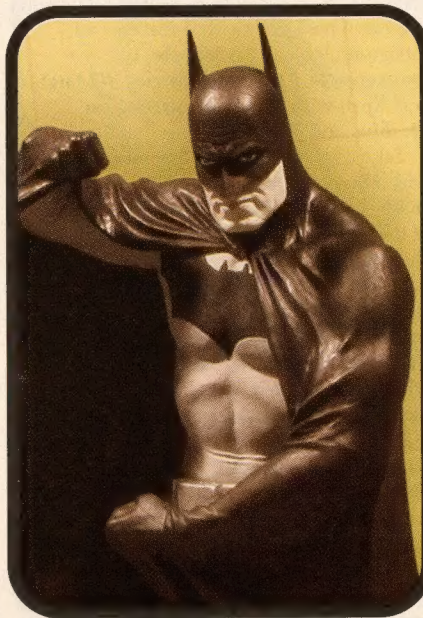
Steve Rude supplies the design work for the Andy Bergholtz sculpted *Superman/Batman: World's Finest Bookends*, featuring the Man of Steel and the Dark Knight in their heroic glory. Each side measures approximately 8.5" tall x 8" wide x 7" deep; the figures are packaged together in a four-color box.

DC Direct revisits the land of infinite possibilities with their *Elseworlds Series Four Action Figures*. This set includes the *Amazonia Wonder Woman*, *JSA Liberty Files Batman*, *JSA Liberty Files Flash*, *Kingdom Come Blue Beetle*, *The Dark Side Superman (Good)*, and *The Dark Side Superman (Evil)*.

The DC *Minimates* have been rescheduled for 2007 release. The first wave will include *Green Lantern With Star Sapphire*, *Classic Superman with Armored Lex Luthor*, *Joker with Harley Quinn*, and *Modern Batman With Omac*; look for 'em in late February. The second wave, which follows a month later, includes *Dr. Fate with Power Girl*, *Battle-Damaged Superman with Brainiac 13*, *Robin with the Penguin*, and *Booster Gold with Blue Beetle*. April brings wave three, which includes *Green Arrow*

with *Deathstroke*, *Battle-Damaged Batman with Killer Croc*, *Aquaman with Ocean Master*, and *Wonder Woman With Ares*. Wave four, slated for July release, includes *Batgirl with Bane*, *Steel with Cyborg*, *Superman, Golden Age Flash with Wildcat*, and *Deadman with the Spectre*.

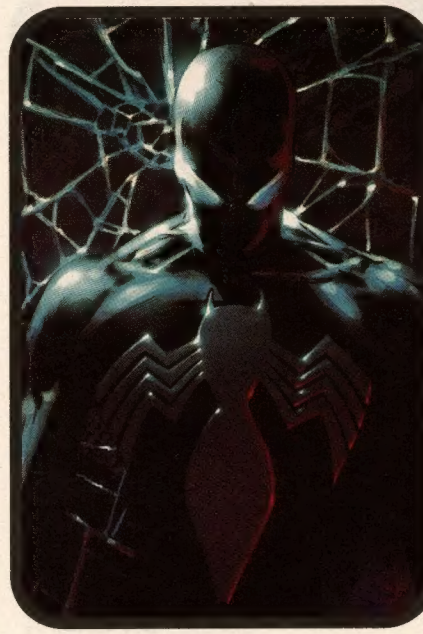
Jack Kirby's famous "big girl" is the latest addition to the Adam Hughes designed *Women of the DC Universe Mini-Bust* series. *Big Barda*, sculpted by Jack Mathews, measures approximately: 6.5" tall.



The art of the incomparable Alex Ross is the inspiration for the latest *Batman Black & White Statue*. Karen Palinko does the 3-D honors on this limited-edition 7.5" tall black-and-white sculpture featuring a bat-logo-shaped base.

Coming Comics—Marvel in February

Spidey's future is looking dark—quite literally!—as the webslinger finds himself "Back in Black" in a multi-part story arc that begins in *Amazing Spider-Man* #539 by J. Michael Straczynski & Ron Frenz. Reeling in the aftermath of the Civil War that's wracked the Marvel Universe, Peter Parker has got plenty of reasons to consider a change of wardrobe. But the worst is yet to



come for Spider-Man...

To get to the bottom of the murder mystery that threatens to shake the foundations of St. Louis's underworld, Anita Blake needs help. So who's her unpredictable ally? None other than Phillip, a vampire junkie who can help her gain access to people and places she'd never be able to enter on her own—including a special vampire party where hunters like herself are definitely not welcome. See what happens next in *Anita Blake, Vampire Hunter* #5 by Laurell K. Hamilton, Stacie Ritchie, & Brett Booth.

Marvel continues to explore the cosmic in *Annihilation: Heralds of Galactus—Terrax/Stardust*, a limited series by Christos Gage, Stuart Moore, Giuseppe Camuncoli, & Mike McKone. After being captured, enslaved and made a pawn of Annihilus, Terrax has broken free...only to crash-land on a planet ruled by the Space Parasite! Facing an enemy who can absorb his cosmic power, will Terrax assume the fearsome role of The Tamer once again...or has the trauma of his enslavement broken his once-mighty spirit? This issue also reveals all the secrets of the apparently-dead Stardust, Galactus' latest herald.



Civil War may end in January, but the ramifications of this split within the Marvel universe continue. February brings a number of *Civil War* continuations, leading off with *Civil War: The Initiative*. This sixty-four-page book by Brian Bendis & Marc Silvestri debuts the all-new *Iron Man*, *Omega Flight*, *Might Avengers*, and *New Avengers*—and if that's not enough, Warren Ellis also contributes a special chapter focusing on the revamped Thunderbolts. Each chapter is an important all-new prologue for each of these huge new series and sets up the radically altered landscape that makes up the post-*Civil War* Marvel Universe!

The final shots have been fired. The *Civil War* has ended. A victor has emerged. Now, S.H.I.E.L.D. (with some help from Anthony Flámini, Ronald Byrd, & Scott Kolins) has prepared their *Civil War: Battle Damage Report*, an intelligence dossier assessing the impact of the war and the dangers the nation still faces. *Battle Damage Report* provides a closing chapter to *Civil War* and a glimpse of the new status quo of the Marvel Universe!



Heard the buzz about Ed Brubaker's run on *Daredevil*, but didn't know when would be a good time to join in the fun? Well, *Daredevil* #94 is what you've been waiting for: a stand-alone issue that offers easy access to new readers. Milla and Matt have been reunited, but the things he's been through - prison, and then life on the run -- have changed him. And now, in the days after *Civil War*, being *Daredevil* is even more dangerous than it was before Matt got taken down. Can their relationship survive the new obstacles that have been placed in their way?

One of the most eagerly awaited books in recent comics history finally sees release in February as Marvel unveils *Stephen King's Dark Tower: The Gunslinger Born*, a seven-issue limited series by Peter David, Robin Furth, Jae Lee, & Richard Isanove based on a story concept by Stephen King himself. The book offers new insights into the enigmatic Roland—an implacable gunslinger in search of the enigmatic Dark Tower, powering his way through a dangerous land filled with ancient technology and deadly magic. This series delves deep into Roland's origins—the perfect introduction to this incredibly realized world, while long-time fans will thrill to adventures merely hinted at in the novels.

The six-part *Eternals* series by Neil Gaiman & John Romita Jr. expands into a seventh issue in February as the tale of Ikaris and his fellow Eternals continues. Who are these strange figures? Why are they here? And what does this mean to Iron Man, registration and the Civil War?

The secret of the alternate Uncle Ben begins to come to light in Peter David & Todd Nauck's *Friendly Neighborhood Spider-Man* #17.

Garth Ennis & Clayton Crain present the prequel to their previous miniseries in *Ghost Rider: Trail of Tears*, another demonic tale featuring Crain's remarkable Mac-generated art. In this prequel, readers will meet Travis Parham, a lieutenant in the Confederate Army who once stood neck-deep in muck and blood, surrounded by the whistle of hot shrapnel and men's screams. Two years later, Parham has carved a new life for himself, doing his best to forget the depravity that lurks in the pits of men's souls. Now, Parham's tranquil world is about to be rudely interrupted. Up from the depths comes a force of nature that transcends his wildest dreams -- a fiery wraith that knows a thing or two about evil, and even more about vengeance.

The Hulk... a married man? That's the premise of Greg Pak & Aaron Lopresti's *Incredible Hulk* #103. That's right. In an effort to keep peace amongst the different races of Sakaar, Hulk smashes takes a queen. Don't dare miss this critical moment of what may be the Hulk's most epic tale!

Marvel gets monstrous in a trio of *Legion of Monsters* oneshots. The first, *Legion of Monsters: Werewolf by Night* by Mike Carey & Greg Land, reintroduces Marvel's resident lycanthrope in a tale that redefines the character for the 21st Century. *Scottie Young* contributes a backup tale that features an intriguing look at the Monster of Frankenstein. The fun continues in March and April with oneshots focusing on *Morbius* and *Man-Thing*.

Take a relatively short trip into the past with *Marvel Legacy: The 1990's Handbook* a single-volume edition that offers a snapshot of the Marvel Universe as it was on December 31st, 1999.

Need a roadmap to wind your way through the altered Marvel superhero landscape? Then check out *Marvel Spotlight: Civil War Aftermath*, which will analyze what happens next. This behind-the-scenes look will highlight every title affected by the war, including *Iron Man*, *Captain America*, *Fantastic Four*, *Mighty Avengers*, *Thunderbolts*, *Omega Flight*, and others. And you might want to pick up just so that you can have a handy checklist of all the upcoming *Civil War* collections!

Brian Reed & Roberto De La Torre plant the seeds of Ms. Marvel's upcoming new status quo in *Ms. Marvel* #12. Killer robots! Contagious zombies! Impatient teen side-kicks! Could it get any worse for Carol Danvers? You bet -- because as our heroine battles the cybernetic psychopath known as the Doomsday Man, she learns a terrifying truth about herself!

Brian Bendis and new series artist Leinil Yu present the new Avengers in *New Avengers* #27... but which new Avengers will comprise the post-*Civil War* team? This issue also features the return of Ronin, who confronts Elektra for control of the Japanese underworld.

Chris Claremont makes his return to *New Excalibur* with #16, kicking off his new tenure with one of the most personal stories of his career. One of the team's members



suddenly succumbs to an all-too-real tragedy. The team must pull together and care for their fallen friend while their own lives fall to pieces. Also, this issue features the debut of new penciller Scot

Orson Scott Card's blend of mythic fantasy and science fiction comes to comics in the *Jake Black-Adriano Batista* adaptation of *Orson Scott Card's Wyrms*. The main character, Patience, is a slave in the court of King Oruc, the daughter of his most trusted advisor. She is also a highly skilled diplomat and assassin, two skills she'll need to put to use when her father dies. After all, Patience is the rightful heir to the throne, and the seventh seventh daughter of her planet's first ruler. Someone who is destined to bring about the destruction of civilization as they know it and bring back the creatures known as the Wyrms. But can she survive long enough to fulfill her destiny? And does she even want to?

The Punisher's wildest foe is back—give or take a few body parts—in *Punisher Presents: Barracuda* by Garth Ennis & Goran



Parlo. This time he's embarking on a solo mission: playing bodyguard to the son of a dangerous mob boss. Problem is, Junior is a hemophiliac—and every crime syndicate in the country can't wait to take a shot at him as payback to his dad.

Is the Marvelverse ready for a whole gaggle o' Spider-Men? Roberto Aguirre-Sacasa & Angel Medina answer that question in the three-part "The Strange Case of..." beginning in *Sensational Spider-Man* #35. As Spidey and his family get used to the new post-Civil War status quo...other Spider-Men begin appearing all over the city. Younger, less-experienced versions of our web-spinning hero, causing havoc wherever they go. Who's creating these arachnid doppelgangers and why?

Sean McKeever & Terrell Bobbett have an opportunity to explore all things Spider-Man in the new bimonthly series *Spider-Man Family*, which blends a full-length new story with a heaping helping of classic reprints. The first issue kicks off with a fea-

ture-length tale starring Spider-Man's alien costume and guest-starring the Sandman! Peter Parker would love nothing more than to get a good night's sleep, but his sleek, symbiotic suit has plans of its own...and no one is gonna get in its way!

A couple of ago, we told you about the big changes coming to *Thunderbolts*—and you can see how these changes alter the Marvel universe in *Thunderbolts* #111 by Warren Ellis & Mike Deodato. This time out, the new Thunderbolts embark on a manhunt for Captain America's old sidekick, Jack Flag. Can Jack survive against the raw power of Venom and the cunning of Moonstone? And what has he done to deserve being hunted down? Plus, discover how Songbird ended up a low-ranking member on the team she used to run.

With the new Thunderbolts' membership consisting of an ominous array of former bad guys who still don't seem all that good, you might ask yourself what happened to some of the old Thunderbolts? You'll find



out about one of them in *Thunderbolts Presents: Zemo—Born Better*, a four-parter by Fabian Nicieza & Tom Grummett. He is the last of thirteen, taught for his entire life that he was born better. Now, having been sent hurtling through time, Baron Helmut Zemo will have a chance to encounter the truth of his family as it happened in the past—when he comes face to face with the first of his family line, the legendary Baron Harbin Zemo!

The Ultimate FF meets the ultimate alchemist in "Diablo," a three-parter by Mike Carey & Mark Brooks that kicks off in *Ultimate Fantastic Four* #39. The team learns that those closest to them have been drawn back through time as a lure to get the foursome to follow. And what awaits them in the years 1483 is a man with a quest to change the world—literally.

The Clone Saga may be over, but there are still some bits to be wrapped up—and that's what Brian Bendis & Mark Bagley do in *Ultimate Spider-Man* #105's "Clone Saga: Epilogue." Will Aunt May survive her heart attack? What plans does Nick Fury have for Gwen Stacy? Is Peter being drawn back to MJ, or will he stay with Kitty Pryde? What about the mysterious Spider Woman? The answers are coming!...

After the devastating events of the previous few issues, the X-Men must deal with their loss and move forward in *Ultimate X-Men* #79's "Aftermath"...but is everything as it seems? And how will the X-Men's foes react to their emerging status quo? Who lives? Who leaves? And what is...the Shadow King? Robert Kirkman & Yanick Paquette have the answers.

In Daniel Way & Steve Dillon's *Wolverine: Origins* #11, Wolverine sets out to rescue his son from the grasp of the shadow society that once enslaved him. But Logan's son doesn't want to be saved—he wants revenge against the father who abandoned him.

Marvel collected editions include:

- *Annihilation Book One*, a hardcover compilation *Drax the Destroyer* #s 1-4, *Annihilation: Prologue*, and *Nova* #s 1-4;
- *Beyond!*, a hardcover collection of the Dwayne McDuffie-Scott Kolins limited series;
- *Civil War: The Road to Civil War*, a trade paperback collecting *Amazing Spider-Man* #s 529-531, *Fantastic Four* #s 536-537, and *New Avengers: Illuminati*;

- *Essential Ms. Marvel Volume One*, collecting *Ms. Marvel* #s 1-23 and *Marvel Super-Heroes Magazine* #s 10-11;
- *Essential Peter Parker, The Spectacular Spider-Man Volume Three*, collecting *Spectacular Spider-Man* #s 32-61 & *Annual* #s 1-3;
- *Excalibur Classic Volume Three: Cross-Time Caper Book One*, collecting *Excalibur* #s 12-20;
- *Exiles Volume Fourteen: The New Exiles*, collecting *Exiles* #s 84-89 and *Annual* #1;
- *Franklin Richards: Lab Brat*, a digest-sized collection of those zany Franklin Richards oneshots;
- *Ghost Rider Team-Up*, featuring 144 pages of team-ups uniting Johnny Blaze with the Thing, Man-Thing, Morbius, Werewolf by Night, Hawkeye, and others;
- *Iron Man: Execute Program*, collecting *Iron Man* #s 7-12;
- *Daredevil by Frank Miller & Klaus Janson Omnibus*, a massive 800+ page hardcover reprinting *Daredevil* #s 158-161, 163-191, and *What If?* #28;



- *Marvel Adventures: The Avengers Volume Two—Mischief*, a digest-sized collection of *Marvel Adventures Avengers* #s 5-8;
- *Marvel Masterworks: Daredevil Volume Four*, collecting *Daredevil* #s 33-41 and *Fantastic Four* #73;
- *Ms. Marvel Volume Two: Civil War Premiere HC*, collecting *Ms. Marvel* #s 6-10 and the *Ms. Marvel Special*;
- *New Avengers Volume Five: Civil War Premiere HC*, collecting *New Avengers* #s 21-25;
- *Nextwave: Agents of HATE Volume One—This is What They Want*, collecting the first six wacky issues of the Warren Ellis-Stuart Immonen maxiseries;
- *She-Hulk Volume Four: Laws of Attraction*, collecting *She-Hulk* 2 #s 6-13;
- *Spider-Woman: Origin*, collecting the six-issue limited series by Brian Bendis, Brian Reed, & the Luna Brothers;
- *Stan Lee Meets...*, a hardcover collection of the five oneshots from this fall, along with a heaping helping of classic Stan Lee tales from Marvel's past;
- *X-Factor: The Longest Night*, collecting *X-Factor* #s 1-6; and
- *X-Factor Visionaries: Peter David Volume Two*, collecting *X-Factor* #s 76-78 & *Incredible Hulk* #s 390-392.

Fifteen years ago, Dash Bad Horse left the reservation...
NOW HE'S BACK.
But is he here to clean it up...or to burn it to the ground?

SCALPED

A gritty new series about organized crime in the Native American Culture



VERTIGO

Written by **JASON AARON** (*The Other Side*)

Art by **R.M. GUERA**

Covers by **JOCK**

JANUARY 2007

Comic Shop Locator: 1-888 COMIC BOOK

verligocomics.com • Comics & Books for Mature Readers

SCALPED © 2007 Jason Aaron and Rajko Mlosevic. All rights reserved. TM DC Comics. Vertigo is a trademark of DC Comics.